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HOW TO PLAY

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THANK YOU

*for buying **Indiana Jones and the Last Crusade**™ from Taito®.*
Before you begin your quest please read this instruction manual carefully.

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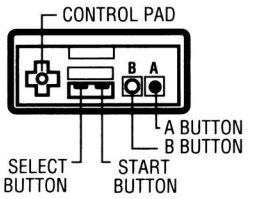
INTRODUCTION

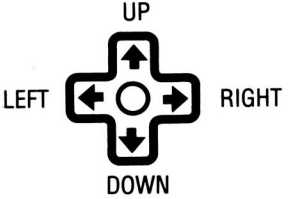
*You take on the role of Dr. Indiana Jones. Your goal - to find the true Holy Grail. Many arcade and puzzle adventures await you on your quest. After each adventure, you will be shown a short "**movie**". Play close attention. These **Movies** contain information and clues that will help you win the game.*

GAME CONTROLS

THE MOVIES

In the Movie sections, the Nintendo Controller works as follows:





"A" or "B" button:

Steps through the Movie one screen at a time.

Select key:

Skips to the end of the Movie.
Selects your next destination.

Up and Down arrows:

Move the highlight bar through your list of possible destinations.

THE FIGHTING CONTROLS

In the Ship, Tank, and Castle arcade sequences, use the following keys to control Indy:

Indy's Action	Control
Kick	**"A"** button
Punch/Whip	**"B"** button
Switch between Whip/Punch	**Select** button
Jump	**"A"** and **"B"** button
Duck	Down arrow keypad
Low Punch/Whip	Down arrow keypad and **"B"** button
Low Kick	Down arrow keypad and **"A"** button
Haymaker (Big Punch)	Up arrow keypad and **"B"** button

THE FIGHTING CONTROLS (cont'd)

In the Ship, Tank, and Castle arcade sequences, use the following keys to control Indy:

Indy's Action	Control
Jump Kick	Up arrow keypad and **"A"** button
Flying Kick	**"A"** button while running
Walk	Left/Right arrow keypads
Jump left/right	Left/right arrow keypads and **"A"**/**"B"** buttons
Run	Double-Click Left/Right arrow keypads (press and release the arrow keypad quickly, then immediately hold the arrow keypad down.)

ADDITIONAL CONTROLS

Pause the game **SELECT** button

Ship Only

Ladders

To go up and down the ladders, use the up and down arrow keypads. To kick an opponent while you are on the ladder, press the left or right arrow keypads and the **"A"** button.

Castle Only

Doorways

To go through doors and move deeper into the castle, press the up arrow keypad. To move back to the front of the castle, stand at the top of a stairway and press the down arrow keypad.

THE MOVIES

In **Indiana Jones and the Last Crusade**, you get to pick the order in which you will play the arcade sequences. This is a very important part of the game (see **Understanding the Difficulty Levels**). Between each arcade/puzzle sequence is a transitional Movie. In the Movies, you are given valuable clues that will aid you in your quest for the Holy Grail. At the end of each Movie, a list of destinations is shown.

To choose your next destination, use the Up and Down arrow keypads to highlight the different options. When the destination you want is highlighted, press the **SELECT** button to go there (For additional information, see the **Game Controls** section of this manual).

THE ARCADE AND PUZZLE SEQUENCES

UNDERSTANDING THE DIFFICULTY LEVELS

Each of the arcade games described below can be played at a number of different Difficulty Levels. The first game you play is set to Level 1. Once you win a game, the difficulty setting moves up to Level 2 - the next place you go will be played at Level 2.

If you lose, the difficulty setting remains at Level 1. You can replay the same game or go on to another one. Note: the only exception to this rule is Venice, which can only be played one time.

Because you can choose the order in which you play the sequences, you can go to the more difficult places first (when they are at their lowest difficulty level) and save the ones you are best at for last.

THE ARCADE AND PUZZLE SEQUENCES (cont'd)

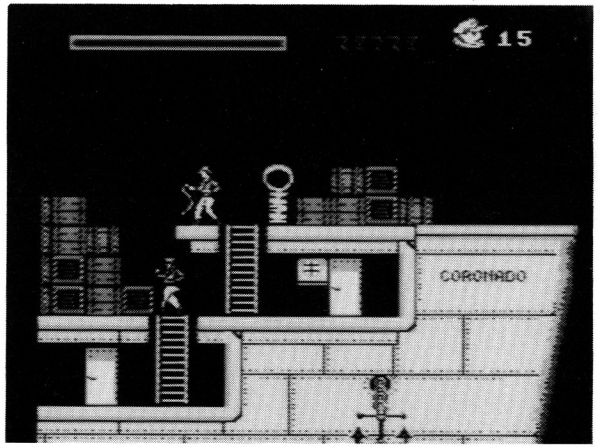
WHY DAD'S DIARY IS SO IMPORTANT

If you lose any sequence (except the ship) prior to going to the Temple, your father's diary is taken from you (losing on the Ship ends the game). If you lose a sequence after having lost the diary, the game is over.

To get the diary back, go to Berlin and complete the motorcycle sequence. You can lose and retrieve the diary an unlimited number of times during the game. If you lose the Berlin sequence, the diary is taken from you again, no matter how many times you lose Berlin, the game is never over.

THE CROSS OF CORONADO

Your goal - to retrieve the Cross of Coronado from the ship.



THE CROSS OF CORONADO (cont'd)

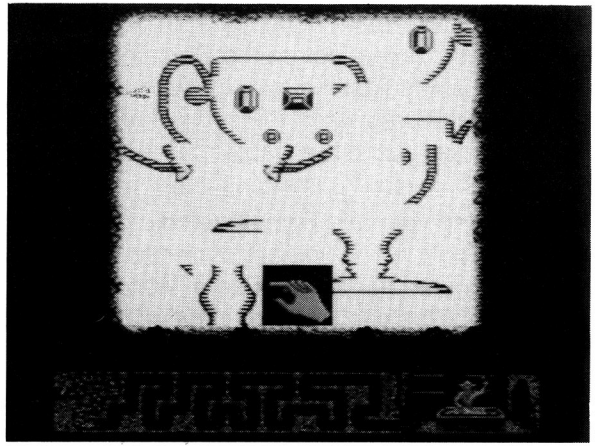
You must defeat several sailors before you reach the Captain, who carries the Cross with him. The number of sailors you need to defeat before you meet the Captain depends on the Difficulty Level at which you play the sequence. The counter in the upper right corner of the screen shows the number of sailors you must defeat before the Captain will appear. Once this counter reaches **00** and starts flashing, you must find the Captain and defeat him to get the Cross. Note: Even when the counter reaches **00**, you may still have to fight a few sailors to get to the Captain. Reaching **00** means that he will come out of his cabin, if you are standing in front of his door.

The Grail icons next to your Life Force bar indicate the number of lives you have left, not including the one you are currently on. You lose one Grail icon every time the Life Force bar reaches zero. Watch out on the ladders though; sometimes the sailors can kick Indy right off the ship. If this happens, Indy loses a life.

PRO TIP: Watch out for the elusive "Ghost of Coronado." You can't see him, but you'd better fight him!

THE CATACOMBS OF VENICE

Your goal is to reassemble the scattered pieces of the Grail carving before the flames destroy them.



THE CATACOMBS OF VENICE (cont'd)

To piece the Grail puzzle together:

Move Indy's hand with the arrow keypads to select the piece you want to move.

Press the **"A"** or **"B"** button to slide the puzzle pieces.

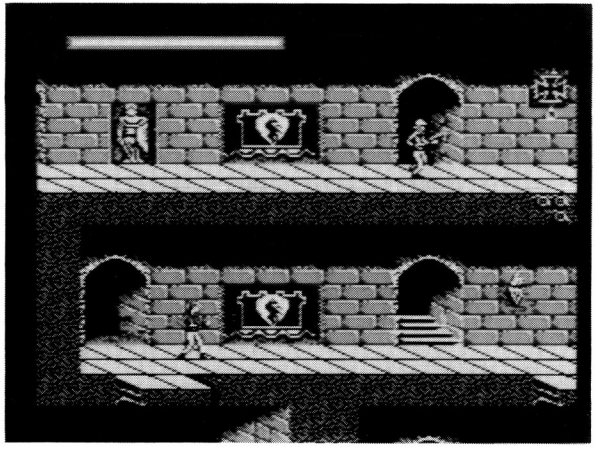
Press the **SELECT** button to exit the catacombs before the fire at the bottom of the screen reaches Indy.

When you leave Venice, you will have a drawing of the Grail that displays the pieces you correctly placed before exiting the catacombs.

If you don't jump out in time, the fire will enter the cavern, and the picture of the Grail will be lost forever.

CASTLE BRUNWALD

In this sequence, you must rescue dad while avoiding enemy soldiers in the maze-like castle.

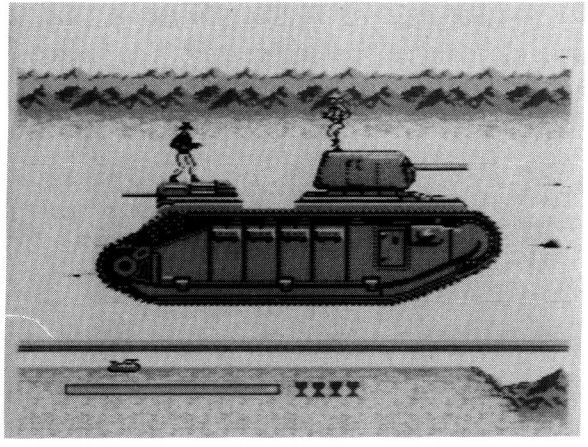


CASTLE BRUNWALD (cont'd)

The Grail icons next to your Life Force bar indicate the number of lives you have left, not including the one you are currently on. You lose one Grail icon every time your Life Force bar reaches zero. You have an unlimited amount of time to explore the castle and find your dad.

THE DESERT OF ISKENDERUN

It's time to defeat the enemy soldiers and get Marcus out of the tank.



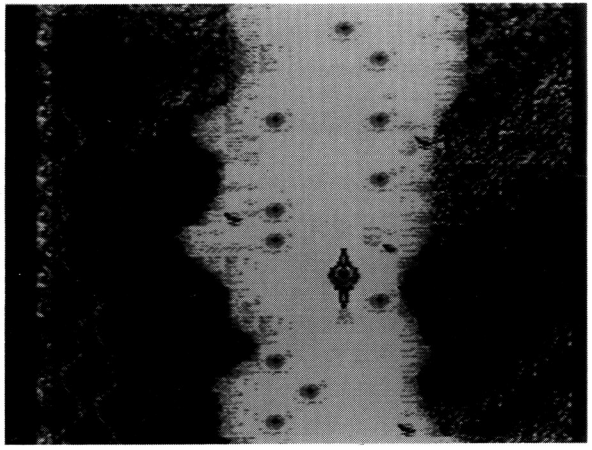
THE DESERT OF ISKENDERUN (cont'd)

The Grail icons next to your Life Force Bar indicate the number of lives you have left, not including your current Life Force. You lose one life (one grail icon) every time your Life Force Bar reaches zero. In addition, you should know that fighting on the treads is very dangerous. Anytime Indy is knocked down on the treads, he will fall off the tank. Indy always loses a life when he falls off the tank and hits the ground, but his Life Force stays the same.

The tank moving along the bottom of the screen is the timer. When the tank reaches the cliff...

THE ROAD TO BERLIN

Having retrieved the diary from Berlin, make your escape. Avoid pursuit, minefields, washed-out bridges, and machine gun nests.



THE ROAD TO BERLIN (cont'd)

To drive Indy's motorcycle:

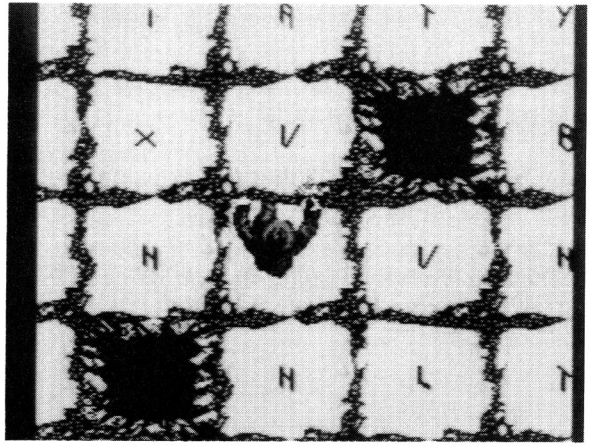
- Press the LEFT and RIGHT arrow keypads to steer.
- Press the UP and DOWN arrow keypads to speed up or slow down.
- Press the A button to make your motorcycle jump.
- Press the B button to use your whip.

Defeat the enemy by bumping him off the road or using your whip. You can also jump on them with the motorcycle.

The Grail icons indicate the number of lives you have left, not including the one you are currently on. You are given a different number of lives, depending on the Difficulty Level.

FINALLY! THE LOST TEMPLE!

You've faced many dangers to reach this point. Now you must face the ancient challenges set forth for those who would possess the Holy Grail.



FINALLY! THE LOST TEMPLE! (cont'd)

"Only in the footsteps of God shall you proceed."

Use the arrow keypads to follow the path of letters, spelling JEHOVAH as you go. There are false trails with dead ends. If you find yourself on one of these, go back the way you came, spelling JEHOVAH backwards as you go.

"Only in the leap from the lion's head will he prove his worth."

Select the correct symbol to walk from. The diary provides you with this information; if you don't have the Diary, you can guess. Use the Up arrow keypad to jump across the chasm.

"You must choose wisely"

Use the arrow keypads to move from Grail to Grail. Press the A or B button when the Grail you want is highlighted. If you completed the picture in Venice, you will know the appearance of the one true Grail; otherwise you must guess. When looking at the picture from Venice, note the following features - the handles, the lip of the cup, the shape of the cup, the shape of the stem, and the size of the base.

HINTS AND TIPS

Coronado

- The captain is at the back of the ship on the top deck.
- The ship is only available at Difficulty Levels 1 and 2. After that, the ship (and the Cross of Coronado) leaves port and is no longer available.
- If you lose the ship sequence, the game is over.

The Catacombs of Venice

- You need the drawing of the Grail to correctly pick the Holy Grail at the end of the game.
- Start at the top of the puzzle and work your way to the bottom.
- You can only go to Venice once; get as much information as you can.
- You lose in Venice if you fail to exit in time and are burned in the fire. Not finishing the puzzle doesn't mean you failed. The Diary is only taken if you fail to exit before the flames reach the cavern

For more information on the Diary, see **WHY DAD'S DIARY IS SO IMPORTANT**.

HINTS AND TIPS (cont'd)

Castle Brunwald

- Whip the torches on the wall. Some will reveal secret passages.
- You may want to make a map, especially at the higher difficulty levels. The castle is 5 levels deep and 3 floors high. You can figure out which depth of the castle you are at by the markers on the front of the walkway (one dot for each level) and by the shield on the wall (each level has a different shield).
- The castle is different depending on the Difficulty Level you attempt it at. Sometimes doors are locked and secret doors have moved.

The Desert of Iskenderun

- The Flying Jump Kick is most effective
- Marcus is dressed in a blue suit. He will come out of the front turret and jump off the back of the tank, once you've defeated the enemy.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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